

"THE ULTIMATE SHOOT-'EM-UP"
"A CLASSIC GAME" ZZAP 64

Electra

COMMODORE 64/128

BETTER DEAD THAN ALIEN



Prepare to do battle as you and galactic hero Brad Zoom face the most revolting life forms ever to pollute the universe.

Watch with horror as sickening waves of malformed mutants threaten to obliterate freedom and democracy.

Risk your lunch as you and Brad choose between decency and annihilation.

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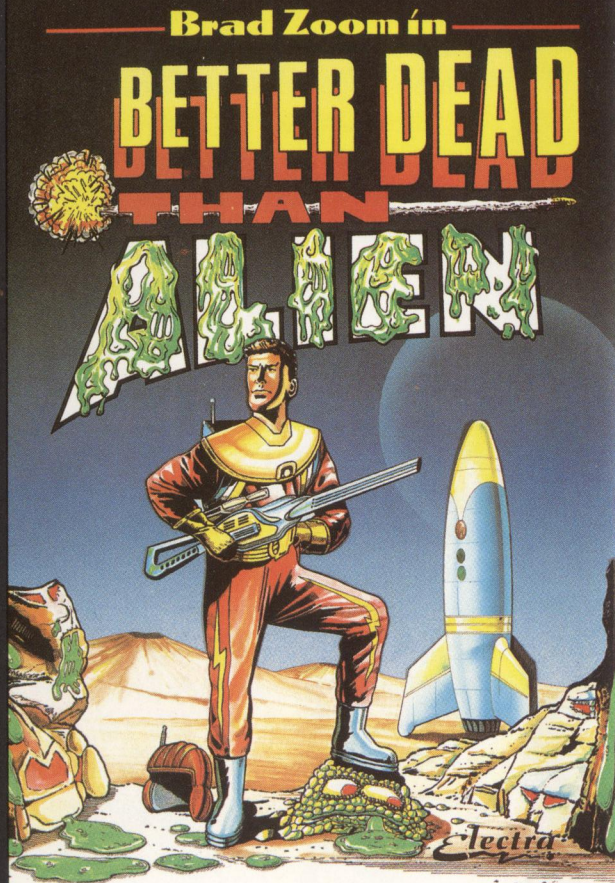
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Multi-level action. Razor graphics. Searing sounds.
Simultaneous dual player mode.



Your Mission

Your mission is to wipe out Alien waves as they appear in the battle zone. Be prepared to face all manner of unearthly beings. Some may be easily destroyed – do not be deceived; those that come after can be stubborn and lethal. But do not fear, help is at hand. You can win devastating extra battle powers and, during Master Alien waves, the freedom to move over the entire battle zone.

An Alien is at its weakest when its eyes glow a putrid green. Blast a greeny and it will release a power capsule which can be picked up by your ship. The Power Capsule can recharge your Power Bars or, if one of the panel icons is flashing, boost your fire power with the indicated Destructivity Intensifier. Normally, any enhanced fire power you gain will be exhausted by the end of the current wave. Blast the last greeny in a wave however and the power so attained will carry through into the next.



COMBAT INSTRUCTIONS

COMMODORE 64/128

Made in England. © ELECTRA 1988
ELECTRA 27 Park End Street, Oxford England
Telephone (0865) 791774

Loading Instructions

To load tape press *SHIFT RUN/STOP*

To load disk type *load "*" ,8,1*

Controls

Player 1 connect joystick into port 2 or use keyboard

Player 2 must connect joystick into port 1

Keyboard Controls

z — left : — up fire — *RETURN*

x — right + — down

to pause press *RUN/STOP* press *RETURN* to resume game.